

WHAT IS CLAIMED IS:

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1. A communication method of communicating with a plurality of communication apparatuses via a communication channel, said communication method comprising:

10 a first step of determining a communication condition of the communication channel;

a second step of, when said first step determines that the communication channel is being used, waiting for a predetermined waiting time and returning to 15 said first step; and

a third step of, when said first step determines that the communication channel is not being used, performing communications via the communication channel, wherein the communication apparatuses have 20 different predetermined waiting times.

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2. The communication method as claimed in claim 1, wherein the first step detects a carrier frequency of the communication channel,

when the carrier frequency is detected, the first step determines that the communication channel is 30 being used, and

when the carrier wave frequency is not detected, the first step determines that the communication channel is not being used.

5 3. The communication method as claimed in claim
1, wherein, when communication is successively performed
by using the communication channel, subsequent
communication is performed by returning to the first step
after waiting for a predetermined communication period
10 after performing communication in accordance with the
third step.

15 4. The communication method as claimed in claim
1, wherein the communication channel is a wireless
communication channel.

20 5. A communication apparatus that performs
communications via a communication channel, said
25 communication apparatus comprising:
 a communication condition determination part
 that determines a communication condition of the
 communication channel; and
 a communication controller that, when said
30 communication condition determination part determines that
 the communication channel is being used, waits for a
 predetermined waiting time before performing
 communications, and when said communication condition

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determination part determines that the communication channel is not being used, performs communications by using the communication channel.

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6. The communication apparatus as claimed in
claim 5, wherein the communication condition determination
10 part detects a carrier frequency of the communication
channel,

when the carrier frequency is detected, the
communication condition determination part determines that
the communication channel is being used, and

15 when the carrier frequency is not detected, the
communication condition determination part determines that
the communication channel is not being used.

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7. The communication apparatus as claimed in
claim 5, wherein the predetermined waiting time is set
such that each of a plurality of communication apparatuses
25 has a different waiting time.

30 8. The communication apparatus as claimed in
claim 5, wherein, when communications are successively
performed by using the communication channel, the
communication controller performs communications at

predetermined communication periods.

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9. A game system, comprising:

a game machine;

a plurality of game controllers controlling said game machine and performing two-way communications with 10 said game machine; and

a communication apparatus that performs communications with said game machine and said game controllers,

15 said game controllers and said communication apparatus each comprising:

a communication condition determination part that determines a communication condition of a communication channel between said game controller and said communication apparatus; and

20 a communication controller that, when said communication condition determination part determines that the communication channel is being used, waits for a predetermined waiting time before performing communications, and when said communication condition 25 determination part determines that the communication channel is not being used, performs communications by using the communication channel.

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10. The game system as claimed in claim 9, wherein the communication condition determination part

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detects a carrier frequency on the communication channel,
when the carrier frequency is detected, the
communication condition determination part determines that
the communication channel is being used, and

5 when the carrier frequency is not detected, the
communication condition determination part determines that
the communication channel is not being used.

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11. The game system as claimed in claim 9,
wherein the predetermined waiting time is set such that
the game controller and the communication apparatus have
15 different waiting times.

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12. The game system as claimed in claim 9,
wherein, when communications are successively performed by
using the communication channel, the communication
controller performs communications at predetermined
communication periods.

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13. A game controller that performs two-way
30 communications with a game machine, said game controller
comprising:

 a communication condition determination part
 that determines a communication condition of a

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communication channel; and

a communication controller that, when said communication condition determination part determines that the communication channel is being used, waits for a
5 predetermined waiting time before performing communications, and when said communication condition determination part determines that the communication channel is not being used, performs communications by using the communication channel.

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14. The game controller as claimed in claim 13,
15 wherein the communication condition determination part detects a carrier frequency of the communication channel,
when the carrier frequency is detected, the communication condition determination part determines that the communication channel is being used, and
20 when the carrier frequency is not detected, the communication condition determination part determines that the communication channel is not being used.

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15. The game controller as claimed in claim 13,
wherein the predetermined waiting time is set such that each of a plurality of game controllers has a different
30 waiting time.

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16. The game controller as claimed in claim 13,
wherein, when communications are successively performed by
using the communication channel, the communication
5 controller performs communications at predetermined
communication periods.